

SEGA

A SEGA TRUVIDEO™ PRODUCTION

WIREFEAD

SEGA CD™



4437



WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA CD VIDEO GAME USE

This CD-ROM can only be used with the Sega CD system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ABOUT AUDIO CONNECTORS — ORIGINAL SEGA CD MODEL

- If your Audio connection is made **from the Sega CD** to your television, you must use the Mixing Cable to connect the Headphone output jack on the front of the Genesis to the Mixing input jack on the rear of the Sega CD.
- If your Audio connection is made **from the Genesis** to the television (using either the RF cable or a Video Monitor cable), do not use the Mixing Cable.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

**FOR GAME PLAY HELP, CALL
1-415-591-PLAY**

**VISIT THE SEGA WEB FOR MORE INFORMATION AT
[HTTP://WWW.SEGAOA.COM](http://www.sega.com)**

For French Instructions, please call:
Instructions en français, téléphoner au:
1-800-872-7342



CONTENTS

Starting Up.....	2
Who's in Control?	3
Wirehead.....	4
Who's Who?	5
Directional Controls	7
Multiple Paths.....	10
Credits.....	14

**SEGA GAMEPLAY HOTLINE
1-415-591-PLAY**

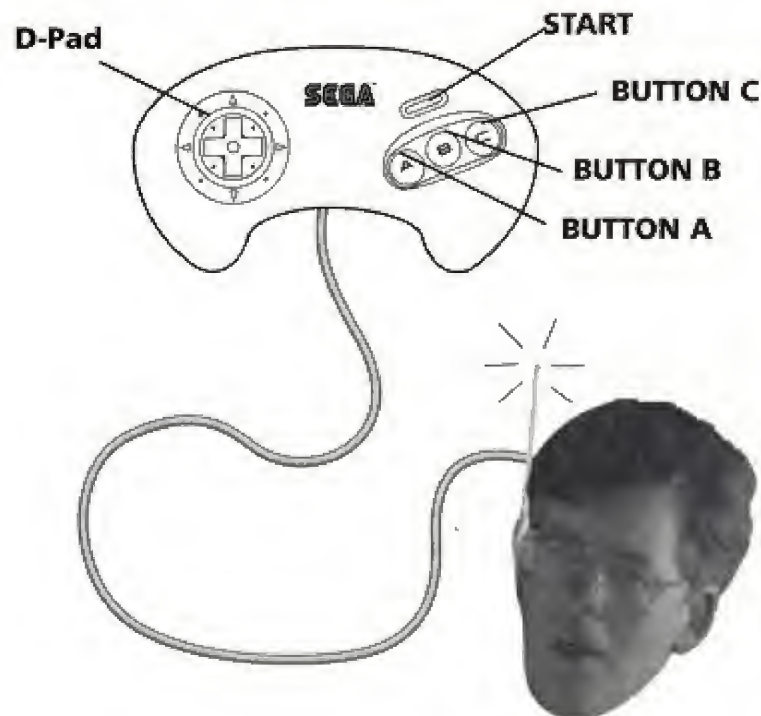
STARTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo should appear.
NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the game disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD **logo** is on screen, press START to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.
NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. Press START to display the Start screen.



2

WHO'S REALLY IN CONTROL HERE?



BUTTON

ACTION

START

Starts/pauses game

D-PAD in any direction.

LEFT, STRAIGHT or RIGHT

BUTTON A

Punch

BUTTON B

Kick

3

WIREFHEAD™

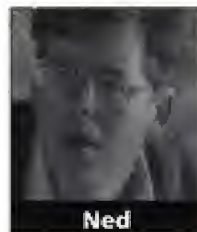
At one time, there was nothing special about Ned Hubbard . He was a mild-mannered history teacher, an avid stamp collector, and a birdwatcher. He was also the husband of the town librarian, Sally and the proud father of Lisa and Max. Now, there is no such thing as a normal day for Ned Hubbard.

Since the accident, Ned has been wired a little differently. Now, with a tiny computer chip in his brain, he's at the mercy of anyone holding his controller. [And Dr. Slitcon, the evil biotech engineer is after it.] But that's nothing compared to what happens when the controller falls into the hands of his family....



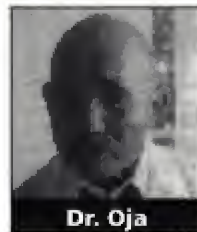
4

WHO'S WHO?



Ned

Ned is a 20 something year old history professor at a local high school. He's got a lot of great ideas just waiting to see the light of day. The only problem is, he's afraid of his own shadow. Someday, he'll build up enough courage to tell EVERYONE just where they can go.



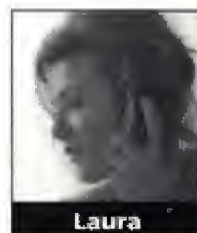
Dr. Oja

Dr Oja specializes in Biotechnology and neurosurgery. Unfortunately, everyone around him wants to turn a profit from his creations.



Dr. Slitcon

Dr. Slitcon is an International Biotech engineer with only one thing on his mind-- POWER. He won't let anyone or anything stand in his way.



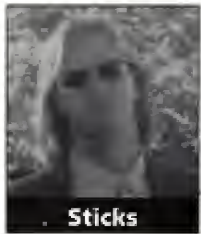
Laura

Laura's a cub reporter going after her first big story. She really cares about Wirehead and works with the Player and Max to save him.

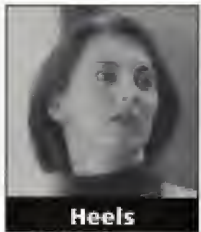
5



RIP is a "freelance operative" who has no scruples and even less allegiance to his country. He'll work for the highest bidder, no matter what rock they crawl out from under. He's fast, clever and good at disguises.



Sticks is a mercenary and RIP'S sidekick.



Heels is DROP DEAD GORGEOUS. She's also a bounty hunter hired by Dr. Slitcon to find Wirehead. She's armed and dangerous from head to toe.

DIRECTIONAL CONTROLS

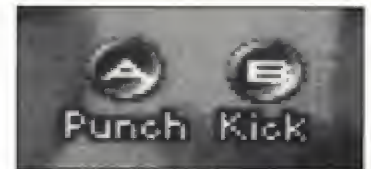
Movement Cues

Every time these arrows appear, you must make a selection! If you make an incorrect choice, the arrow will appear darkened



Vehicle Selection Cues

Use D-Pad to choose a vehicle

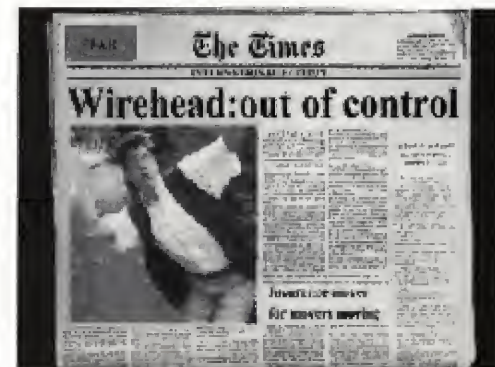


Fight Control Cues

Help Ned get out of a heap of trouble by selecting either A:Punch B:Kick

LIVES AND CONTINUES

You have 3 batteries (continues) and 3 charges per battery (lives). Each of these boxes represents one life. Watch the data readout. When your battery runs out, you become a headline



MULTIPLE PATHS

Sometimes there's more than one way out of a dangerous situation..but not always...



...And the wrong choice could cost you your life....



WIREHEAD CREDITS

Written/Directed by
Wirehead
Laura
Heels
Dr. Oja
Dr. Slitcon
Rip
Sticks
Sally
Lisa
Max
Sheriff
Deputy
Cowboy #1
Cowboy #2
Cowboy #3
Cowgirl #1
Cowgirl #2
Cowgirl #3
Jeep Girl
Slitcon Assistant
Stunt Coordinator
Stunt Performers

James Riley
Steve Witting
Leah Lail
Natasha Pavlova
John Fujioka
Vaugen Armstrong
Stephen Davies
Sonny Surowiec
Carol Whiteman
Paige Heuser
Joe Jutt
James Bell
Malcolm Stewart
Christopher Turner
Dorwin Horst
Wallis Horst
Dorothy Fehr
Sarah Richardson
Rachel Hayward
Mikka Dargel
Dean Choe
David Jacox Jr.
Charles Andre
Rick Pearce
Ernie Jackson
Dean Choe
Fiona Roeske
Jacob Rupp
George Josef
Yves Cameron
Vanessa Paris
Brad Loree

WIREHEAD CREDITS

Stunt Performers Jim Dunn, Michael Langlois
Elaina Gavbli, Mellissa Stubbs
Michael Mitchell, Colin Hosu
Dawn Stoffer, Fred Perron
Cotton Mather, Alex Green
Kim Sheppard, Tony McRelli
Kirk Jarret, Danny Virtue
Rosemary Weldon
Van Slee

Casting
Sue
Unit Prod. Mgr.
Dirc. of Photography
James Goff Martin
Bernard Salzmann
Daniel Nowak
Sloan Klevin
Michael Mullally
Blair Roth
Koa Padolsky
Laurie McLay
Kevin Hall
Holly Gregory
Marty Naucler
Ian Seabrook
David Bercovici
Tony Myland
Steve Larson
Irwin Figuera
Paul Slatter
George Campbell
Steve Clarke
Paul Eougie
Jefry McLean
Martin Borycki
George Bondheim
Ron Kearney

Edited by
Produced by
1st Asst. Director
2nd Asst. Director
Prod. Coordinator
Focus Pullers

Clapper/Loader

Video Assistant
Key Grip
Best Boy Grip
Third Grip
Gaffer
Best Boy
Lamp Operator
Genny Operator
Sound Mixer
Boom Operator
Music Composed by
Art Director

WIREHEAD CREDITS

Set Decorator
Set Dresser
Props Master
Second Props
Third Props
Location Managers

Asst. Location Mgr.
Location Scout
Location P.A.
Special Effects Coord.
Special Effects Asst.
Wardrobe Stylist
Wardrobe Asst.
Make up Artist
Hair Stylist
Third Asst. Director
Trainee Asst. Dir.
Production Asst.
First Aid/Craft Serv.
Office Asst.
Picture Car Coord.
Transport. Coord.
Driver Captain
Drivers

Post Prod. Supervisor
Colorist
Color Correcting
Audio Design
Online Editor
Programming by

Paul Hanlon
Alexander Greig
Mark Hughes
Jason Lancel
Trevor Wise
Greg Jackson
Dan Redford
Joel Hurley
John Penhall
Darcy Wild
Al Benjamin
Rae Reedyk
Wellie Davis
Debbie Schfeiser
Delina Sheppard
Frederick London
J.P. Holecka
Glen Bottomley
Claire Welch
Lisa Chalmers
Hayley E. Wilson
Don Bell
Dave Fisher
Malcolm Jones
Peter Pantages
Simon Alexander
Troy Bassett
Ken Cathro
Ernie Moser
Achim Kapitza
Ewan Deane
Mike Ross
James Fisher

WIREHEAD CREDITS

<i>Add. Programming</i>	Colin Hogg Simon Morris Mark Kirkby Elliot Simon Gay
<i>Graphics by</i>	Joe Lewis
<i>Sega Producer</i>	Tony Van
<i>Sega Asst. Producers</i>	Vy Nong Greg Beckstead
<i>Digital Compression</i>	Katy Weathers
<i>Product Manager</i>	John Garner
<i>Product Specialist</i>	Clint Dyer
<i>Game Testing</i>	Sega Of America Testing Department
<i>Lead Testers</i>	Jeff Loney Abe Navarro
<i>Game Guide</i>	Jay Vo
<i>Special Thanks</i>	Hillary Clayson Loeb Gary Ferster Jef Feltman Larry Loth Willie Mancero
<i>Facilities Provided</i>	Luis Arguero Pacific Video Resources Pacific Video Canada Gastown Post & Transfer Airwaves Sound Design Northwest Imaging & FX Creative Animal Talent
<i>Koda the Bear Provided by Trained by</i>	Mark Weiner

LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:
1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

HANDLING YOUR COMPACT DISC

- The Sega CD compact disc is intended for use exclusively on the Sega CD system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

FAHRENHEIT™

**THIS IS
-NOT A-
DRILL!**

People are still alive in there! But they won't be for long if you don't rescue them! Leading the Fire Fighters from Company 13 into the blaze, you've got to find the victims trapped inside and make it out alive!



Thick with smoke, and nearly 1,000 degrees near the ceiling, there's danger around every turn! Open the wrong door and you're toast.

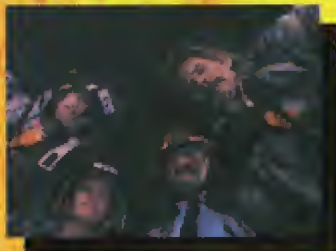


To find the victims, you've got to make lightning fast decisions, overcome hazards, chainsaw through doors, and explore secret passageways—all before your oxygen runs out!



Three different challenges—a house engulfed in flames, a blazing hotel with 112 rooms, and a huge university booby-trapped by a crazed nuclear physicist.

**NOW AVAILABLE
ON SEGA CD
AND 32X CD!**



Sega, Sega CD, Wirehead, TruVideo, Welcome to the Next Level and Fahrenheit are trademarks of SEGA © 1995 Metro Goldwyn Mayer, Inc. This game is licensed by Sega for home play on the Sega CD system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©1995 SEGA P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Software programmed in the U.S.A. Made and printed in the U.S.A.